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NINTENDO DS™



**INSTRUCTION BOOKLET/  
MANUEL D'INSTRUCTIONS**

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

<b>Convulsions</b>	<b>Eye or muscle twitching</b>	<b>Loss of awareness</b>
<b>Altered vision</b>	<b>Involuntary movements</b>	<b>Disorientation</b>

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

### **WARNING - Radio Frequency Interference**

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

### **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

### **WARNING - Battery Leakage**

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

## **Important Legal Information**

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**THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.**

#### **NEED HELP PLAYING A GAME?**

Recorded tips for many titles are available on Nintendo's Power Line at (425) 885-7529. This may be a long-distance call, so please ask permission from whoever pays the phone bill.

If the information you need is not on the Power Line, you may want to try using your favorite Internet search engine to find tips for the game you are playing. Some helpful words to include in the search, along with the game's title, are: "walk through," "FAQ," "codes," and "tips."



**The Pokémon Company** 

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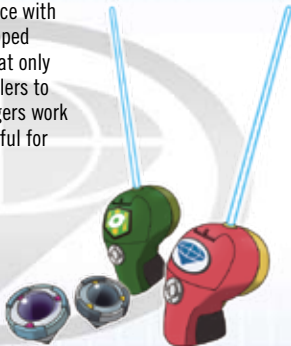
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# WHAT IS A POKÉMON RANGER?

## PROTECT ALMIA'S PEACE

Pokémon Rangers are people who keep peace with the help of Pokémon. Every Ranger is equipped with a Capture Styler—a special device that only Rangers are allowed to use. Using their Stylers to form close friendships with Pokémon, Rangers work day and night to help keep the world peaceful for both people and Pokémon.



With dreams of becoming a Pokémon Ranger, our hero leaves behind a loving family and moves to the Almia region to attend the Ranger School. There, our budding Ranger develops new friendships and learns what it's like to become a real Ranger. Upon graduation, our hero begins life as a Pokémon Ranger, sworn to protect the peace in Almia.

## THE RANGER SCHOOL

The Ranger School is an educational facility for students who wish to be trained as Pokémon Rangers. In addition to Rangers, students can also prepare for other roles that support the Rangers all over Almia.



\* In *Pokémon Ranger: Shadows of Almia*, you may choose to play either as a boy or a girl hero. Whichever gender you choose will not have any effect on the story.



## PLAYING THE GAME

### CLEAR MISSIONS WITH THE HELP OF POKÉMON

Having become an official Pokémon Ranger, the hero is assigned Missions from the Ranger Leaders or the Ranger Union to protect the peace in the region. There are a wide variety of Missions—many of them can't be cleared by a Ranger alone. If you face such a challenging situation, try enlisting the help of a Pokémon to complete the Mission.

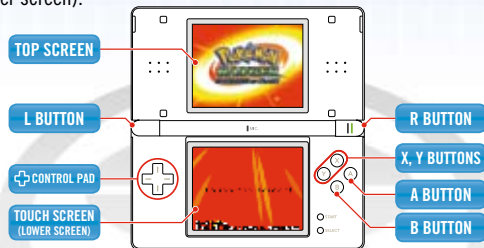
Every Pokémon Ranger can capture a wild Pokémon by connecting with it on an emotional level (see page 19). A captured wild Pokémon is called a Friend Pokémon. A Friend Pokémon will accompany the Ranger and provide help when called upon. Pokémon have a wide variety of abilities that can be helpful to the Ranger. Learn what abilities each Pokémon has so you may overcome challenges with their help.



A Ranger is always accompanied by one Partner Pokémon (see page 22). You can add to your choices of Partner Pokémon as you become more skilled. Your Partner Pokémon, with their unique abilities, are sure to help you on your adventures.

## BASIC CONTROLS

Basic operations are performed by touching and/or sliding the stylus on the Touch Screen (lower screen).



**Touch Screen** ..... Touch the stylus on the Touch Screen to make the hero move toward the touched location. The Touch Screen is also used for talking to people and checking things. When displaying text or dialog, touch anywhere on the screen to advance the text.

**X, Y Buttons** ..... Press to indicate which Pokémon are accompanying the hero.

**Control Pad** ..... Press to move the hero.

**A Button** ..... Press to choose “Yes,” check something, talk to someone in front of the hero, or advance text.

**B Button** ..... Press to choose “No” or go back one screen.

**L Button** ..... Press to switch the top screen's display mode.

**R Button** ..... Press to access the Styler Menu. Press it again to return to the field screen.

\* Closing the Nintendo DS while playing will automatically put it into Sleep Mode. Opening the Nintendo DS will resume the game.

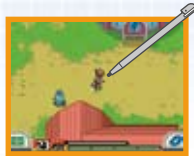
\* START and SELECT are not used.

\* Remember to take a break if your hands get tired.

## BASIC OPERATIONS

### ▶▶▶ MOVING

Touch the stylus on the Touch Screen to make the hero move toward the touched location. The hero can also be moved by pressing the Control Pad.



### ▶▶▶ TALKING

Touch any person with the stylus to talk with them. (The person can be anywhere on the screen.) You can also talk to a person by pressing **A** when the hero is facing that person.



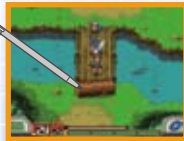
### ▶▶▶ MAKING A CHOICE

While talking with people, you may be presented with "Yes/No" choices. Touch the "Yes" or "No" icon on the Touch Screen to make your choice. You can also choose "Yes" by pressing **A**, or choose "No" by pressing **B**.



### ▶▶▶ CHECKING

Touch any Pokémon or a target with the stylus to obtain information. (The accessed information is shown on the top screen.) Signs and other objects can be examined by touching them or by pressing **A** when the hero is facing them.



## STARTING THE GAME

### HOW TO START

- 1 Make sure that the Nintendo DS system is turned off. Insert the *Pokémon Ranger: Shadows of Almia* Game Card into the Game Card slot on the back of the system and push until it clicks into place.
- 2 Turn the power on, and the Health and Safety Screen is displayed (shown to the right). Once you have read over the information, touch the Touch Screen.
- 3 Touch the *Pokémon Ranger: Shadows of Almia* panel on the DS Menu Screen to start the game.
  - \* If you set the DS system to Auto Mode, the game will automatically start after the Health and Safety Screen is displayed. For more information, please check the Instruction Booklet of your Nintendo DS.
- 4 For instructions beyond this point, please refer to page 10.

#### WARNING - HEALTH AND SAFETY

BEFORE PLAYING, READ THE HEALTH AND SAFETY PRECAUTIONS BOOKLET FOR IMPORTANT INFORMATION ABOUT YOUR HEALTH AND SAFETY.

TO GET AN EXTRA COPY FOR YOUR REGION, GO ONLINE AT [www.nintendo.com/edis/safety/](http://www.nintendo.com/edis/safety/). Touch the Touch Screen to continue.



## STARTING A NEW GAME

### ▶▶▶ GETTING STARTED

\* If you start playing a “New Game” and you save, any previously recorded game data will be deleted. (You will no longer be able to “Continue” using the previously saved data.)



### ▶▶▶ THE HERO'S GENDER

First, choose the hero's gender. Touch either the boy or the girl with the stylus to choose.



### ▶▶▶ NAME THE HERO

Once the story starts, you will be required to enter the hero's name. (Touching “OK” without entering a name will give your character the name Kellyn or Kate, depending on the hero's gender.) Touch the keyboard to enter the name one letter at a time. If you make a mistake, touch the left arrow icon to go back one letter. When you have entered the name, touch “OK” to register the hero's name.



\* The hero's gender and name cannot be changed once they have been registered.

## CONTINUING A SAVED GAME

Touch “Continue” to resume game play from the last place you saved the game.

When resuming game play using quicksave data, you will be given a “Yes/No” choice.

- Save Machine: See page 18
- How to quicksave the game: See page 18



## RANGER NET

Choose Ranger Net to download Missions over Nintendo® Wi-Fi Connection, and then play your downloaded Missions. (For more information, see page 32.)



Compatible wireless router and broadband access required for online play. For more info, go to [NintendoWi-Fi.com](http://NintendoWi-Fi.com).

## THE STYLER MENU

When the hero is in the field, touching the Ranger icon at the bottom right of the Touch Screen or pressing the R Button opens the Styler Menu. On this screen, icons for the Styler's various functions are shown. Touch the desired function's icon to access it. To return to regular game play, touch the arrow icon at the top right of the Touch Screen.



RANGER ICON

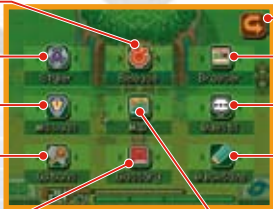
RELEASE: PAGE 16

STYLER: PAGE 13

MISSIONS: PAGE 14

OPTIONS: PAGE 17

GLOSSARY: PAGE 17



EXIT

BROWSER: PAGE 15

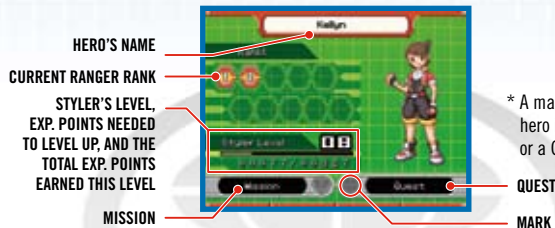
QUESTS: PAGE 14

QUICKSAVE: PAGE 17

MAP: PAGE 17

## THE HERO'S STATUS

Touching the Ranger icon displays the hero's name, Exp. Points (Experience Points), and other related data on the top screen.



## STYLER

Touching the Styler button opens the screen that displays the status of the player's Styler (School, Capture, etc.). The top screen shows the Styler's level, the Exp. Points needed to level up, the total Exp. Points earned this level, its energy, its Capture Line length, and its power.

The Defense Status of the Styler is displayed on the Touch Screen. Touch the triangular icon at the center-right of the Touch Screen to display the Styler's Power-up Data List (see page 26).





## MISSIONS

The hero's ongoing Mission information is shown on the top screen. On the Touch Screen, the map is displayed with both the Mission and the player's locations flashing.



## QUESTS

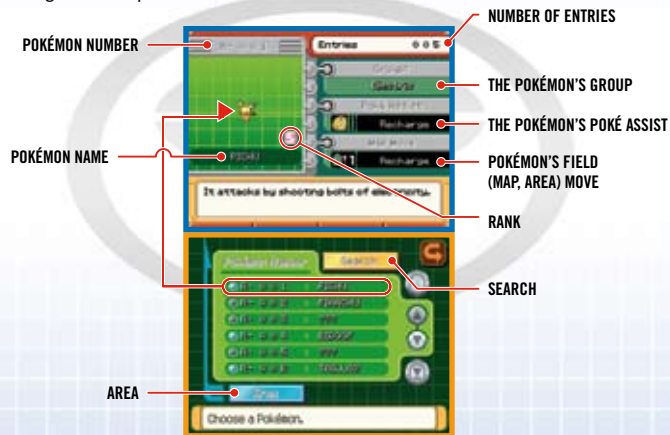
The Touch Screen shows the list of Quests accepted by the Ranger Union and the hero's ongoing Quest. Touch and select any Quest to display detailed information about it on the top screen. Touch "Check Location" on the Touch Screen to display the location of the Quest's client on the lower screen.

Quests: See page 30



## THE BROWSER

The Browser keeps records of captured Pokémon. Each kind of Pokémon is listed with such data as its group and Field Move. The captured Pokémon are listed according to a special numbered system used only by Rangers. The Browser is updated every time a new species of Pokémon is captured. Try capturing every kind of Pokémon in the Almia region to complete the Browser.



The top screen displays the data of the Pokémon selected on the Touch Screen.

## ▶▶▶ SEARCH

Touch the “Search” icon to search for Pokémon by name, Poké Assist, Field Move, or by their Pokémon Number.

Poké Assists: See page 23

Field Moves: See page 27

## ▶▶▶ AREA

Touch the “Area” icon to indicate the selected Pokémon’s location on the map on the top screen. The location is indicated with a highlight color.

\* The location of some Pokémon will not be revealed.



## RELEASE

Friend Pokémon can be released anytime by touching the “Release” icon. You may also be forced to release Pokémon if you capture more than you are allowed. When releasing Pokémon, your Friend Pokémon are shown at once. Select those to be released by touching them, then touch the “Release” icon at the center-top of the Touch Screen. The released Pokémon return to wherever they were originally captured.

If a wild Pokémon helps the hero with a Poké Assist or a Field Move, it is automatically released.



RELEASING POKÉMON:  
SEE PAGE 25

## MAP

A map of the entire Almia region is displayed on the Touch Screen. The hero’s present location is indicated with a flashing icon. As the hero progresses through the story, the places the hero visits are added to the map. Touching a location displays a snapshot from that location on the top screen.



## GLOSSARY

The Glossary provides detailed descriptions of special terms and techniques used in *Pokémon Ranger: Shadows of Almia*. The entries in the Glossary are listed in the three categories: “Field,” “Capture,” and “Terms.” Touch the heading you want to check to access information on it. When an entry is opened, touch the arrows on the Touch Screen to flip pages. The Glossary is automatically updated as you progress through the game.



## QUICKSAVE & OPTIONS

You can quicksave your game and resume play from that point. Using Quicksave: See page 18

The text speed and window design can be changed in Options.



## SAVING THE GAME

You can save your adventure so you can resume playing later in two ways.

### ▶▶▶ SAVE MACHINE

You can save your game by touching any Save Machine in a Ranger facility or in the field. (You will be asked if you want to save, "Yes/No.") You can resume play from the saved spot by choosing "Continue" the next time you play.

If you start playing a "New Game" and then save, any previous game data will be overwritten. (The old "Continue" data will be lost.)



SAVE MACHINE

### ▶▶▶ QUICKSAVE

Touch "Quicksave" on the Styler Screen to save the game on the spot. (You will be asked if you want to quicksave, "Yes/No.") When the Nintendo DS is turned on later, it is possible to resume play using the quicksave data.

\* The quicksave data does not overwrite the "Continue" data.

\* Don't turn off the power while you are saving.

The next time you start this game, you will be asked if you would like to resume play from where you quicksaved. If you reply "Yes," you will be asked if it is okay to delete the quicksaved data. Replying "Yes" will start the game from where you quicksaved and delete the quicksave data.

If you use the quicksaved data to resume play, it will be deleted. Save your game by using a Save Machine after you resume your play. Replying "No" will return you to the "Resume Play from Quicksave" screen.

## CAPTURING POKÉMON

### LEVELING UP THE STYLER

A "capture" is the process of befriending a Pokémon by establishing an emotional bond. Once captured, the Pokémon will travel with the hero until it provides help and/or is released. A capture is performed using the stylus (the Styler).

The Touch Screen switches to the Capture Screen when the hero makes contact with a Pokémon in the field.

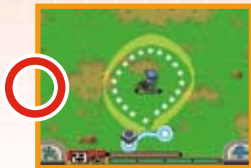


### ⚠ CAUTION - STYLUS USE

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

When the Capture Screen appears, touch the stylus to the ground on-screen. The Capture Disc will appear where the stylus is touching; it disappears if the stylus is lifted from the screen.

Keeping the stylus touching the screen, slide it to move the Capture Disc. It will leave the Capture Line in its wake. Use the Capture Line to draw loops around the Pokémon you want to capture.



The ends of the Capture Line must cross to form a complete loop around the targeted Pokémon.

By drawing complete loops, the Friendship Gauge under the Pokémon fills. When the gauge becomes filled, the capture is successful.

\* For some Pokémon, the Friendship Gauge is displayed at the top of the Touch Screen.



**FRIENDSHIP  
GAUGE  
NUMBER**

If the stylus is lifted before the capture is completed, the Capture Line disappears. If the Pokémon is left alone, the Friendship Gauge gradually drains. Draw enough loops until the targeted Pokémon is captured.

## FLEEING

You can give up on a capture and flee from the targeted Pokémon anytime. Touch the Flee icon at the bottom left of the Touch Screen. Choose “Yes” when given the choice to flee.

\* It may be impossible to flee from certain situations.

**FLEE ICON**



## CAPTURE TIPS

When a Ranger is trying to make a capture, the targeted Pokémon will behave in a variety of ways depending on the species. Some will become startled and run around, while others may act aggressively. If a Pokémon touches the Capture Line, the line is broken. If that happens, you must start drawing loops with a new Capture Line.

If a Pokémon's attack hits the Capture Line, not only is the line broken, but the Styler loses some of its energy. If the Styler Energy drops to zero, the Styler breaks, making it impossible to capture Pokémon. In that event, the hero may only resume play from the latest Save Machine data or from the title screen. If the Styler Energy is running low, it can be recharged at any Ranger facility or by using certain Field (Map) Moves or Poké Assists of Friend Pokémon.

During captures there is no need to use any force. The trick is to draw loops lightly and quickly. If your hands become tired, quicksave the game and take a break.

## LEVELING UP THE STYLER

When a capture is successful, the hero earns Exp. Points. Upon accumulating certain amounts of Exp. Points, the hero's Styler levels up. When the Styler levels up, it gains power and its maximum energy capacity is recharged and enlarged. Depending on several conditions, the hero can earn bonus Exp. Points from a capture.



**AMOUNTS OF  
INCREASED  
POWER AND  
ENERGY**

**LEVEL**



## CAPTURING WITH A POKÉMON'S HELP

A Ranger can use the abilities of Friend Pokémon to capture other Pokémon. A Friend Pokémon can use its ability to boost the performance of the Capture Disc (Poké Assist), endowing the Capture Line with a special power. There is a large variety of Poké Assists that vary among different Pokémon groups. For example, the Poké Assist Grass makes tall grass sprout from the Capture Line, ensnaring and slowing the Pokémon that cross it.

### PARTNER POKÉMON

A Ranger is always accompanied by one special Pokémon called a Partner Pokémon that is not released even after using its Poké Assist during a capture; however, the Partner Pokémon's Poké Assist cannot be used unless its Partner Gauge is filled. The hero will acquire more Partner Pokémon as the story progresses, but can be accompanied by only one at a time. (Partner Farm: See page 31)



#### PARTNER GAUGE

When this gauge is filled, the Partner Pokémon can use its Poké Assist once. The gauge drops to zero when used.

#### POKÉ ASSIST ICON

Touch this icon to use the Poké Assist ability of a Partner Pokémon or a Friend Pokémon.

## POKÉ ASSISTS

Any Pokémon accompanying the Ranger can perform a Poké Assist to boost the performance of the Capture Disc. There are many kinds of Poké Assists that vary with the Pokémon's group. To use a Poké Assist, touch the Poké Assist icon during a capture. Then, touch and select the Pokémon you want to use. Finally, touch the Poké Assist button at the top of the Touch Screen to get the chosen Pokémon's help. If you choose the wrong Pokémon, touch another Pokémon or any part of the ground.



POKÉ ASSIST'S GROUP

FIELD MOVE NAME

TARGETED POKÉMON

REMAINING POKÉ ASSIST TIME



POKÉ ASSIST DESCRIPTION

If an upward-pointing arrow appears beside the targeted Pokémon's name, the selected Poké Assist matches up favorably against the target. If the matchup is unfavorable, a downward-pointing arrow is displayed. The Poké Assist-target matchup can also be confirmed when selecting the Pokémon to be used. If the Pokémon's Poké Assist matches up favorably, it will be displayed with a red frame. If the matchup is unfavorable, the Pokémon's Poké Assist will be displayed with a blue frame.



## KINDS OF POKÉ ASSISTS

### GRASS



Grass sprouts from the Capture Line and may ensnare the Pokémon that cross it. Its status changes to “Slowed,” making its movements sluggish. This Poké Assist has no effect on levitating Pokémon.

### FIRE

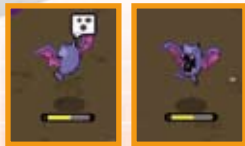


This Poké Assist boosts the amount of Friendship Gauge points gained by encircling the targeted Pokémon. It also temporarily changes the Pokémon's status to “Tired,” which prevents its Friendship Gauge from draining.

There are many other kinds of Poké Assists that you'll discover!

## SPECIAL EFFECTS OF POKÉ ASSISTS

Depending on the type of Poké Assist, the targeted Pokémon can be affected by a status change such as “Slowed” and “Tired.” When affected, the Pokémon will be shown with a status icon beside it. The icon disappears when the Pokémon recovers from the status change.



## RELEASING POKÉMON

Depending on the Ranger Rank (see page 26), there are limits on how many Pokémon can travel with the hero. If a capture puts the hero over the limit, Pokémon must be released.



When releasing Pokémon, your Friend Pokémon are shown at once. Touch the Pokémon you want to release (more than one Pokémon may be selected). Touch again to cancel the selection. Touch the “Release” icon at the center-top part of the Touch Screen to release the Pokémon. Pokémon with the Field Move Recharge can be made to use Recharge upon release for restoring the Styler Energy.



Released Pokémon automatically return to wherever they were originally captured. Shortly after release, you may go back to the original capture spot to see a released Pokémon in the wild again.

## RANGER RANKS & POWER-UP DATA

### WHAT ARE RANGER RANKS?

Pokémon Rangers are graded using a numbered ranking system—the Ranger Ranks. These numbers—from 1 to 10—indicate the Ranger's abilities. Rangers are promoted to higher ranks by Ranger Leaders as rewards for completing Missions.

By advancing through the Ranger Ranks, the Ranger is given new benefits. For example, the Ranger will be permitted to travel with more Pokémon and will gain the use of more Poké Assists for making captures. Not only that, the Ranger will be assigned more important Missions.

### WHAT IS POWER-UP DATA?

Power-up Data are software upgrades that enhance the performance of the Styler in a variety of ways. Many provide protection against Pokémon attacks; others add to the performance of the Styler. You may check the performance specs of your Styler by touching "Styler" on the Styler Menu. Then touch the triangle icon at the right of the Touch Screen to display the Power-up Data List. Touch individual icons to see their descriptions.

Power-up Data can be obtained only from the Ranger Union as rewards to the Ranger for clearing certain Quests.

Quests: See page 30



## FIELD MOVES (INCLUDING MAP & AREA)

### WHAT ARE FIELD MOVES?

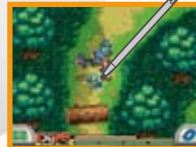
While performing your duties as a Pokémon Ranger, you may come across obstacles such as fallen trees and giant boulders that block your path. Such obstacles are referred to as "targets." Touch a target with the stylus and its data will be displayed on the top screen.

These targets can be eliminated using the moves of Friend Pokémon. The moves of Pokémon used to remove obstacles are called "Field Moves."

- 1 Touch a Friend Pokémon with the stylus, then draw a line to the target. If the selected Pokémon has the necessary Field Move, you will be given a "Yes/No" choice. Choose "Yes."
- 2 The Friend Pokémon uses its Field Move to eliminate the target. The process of removing an obstacle in this way is called a "Target Clear."



TARGET



The kinds of Field Moves and their powers vary depending on the Pokémon species. For example, while Glameow and Roselia both use the Field Move Cut, Glameow's Cut is rated "1," weaker than Roselia's "2." Targets are identified using the same power ratings. Even if a Pokémon has the right kind of Field Move, if its power rating is lower than the target's, it can't clear that target.

In this example, the target requires "Cut 2" to clear. Glameow can't do the job; instead, Roselia's Field Move is needed.

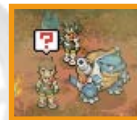


## MAP MOVES

Map Moves are a variation of Field Moves. They are used to ride Pokémon, recharge the Styler, or warp out of a dungeon, for example. You can confirm if a Pokémon has a Map Move by touching that Pokémon with the stylus. There may be restrictions on where some Map Moves can be used.

## AREA MOVES

Area Moves are another variation of Field Moves. They are used to ride Pokémon or change the weather, for instance. They can be used only if "?" appears above the hero's head. Touch the "?" to determine which Area Move is needed. Touch Pokémon with the stylus to see if they have Area Moves.



### CUT

Shrubs, fences, and similar targets are cut down.



### TACKLE

A tackle is thrown to shake trees and move heavy objects.



### SOAK

A spray of water is let loose to put out a fire.



### CRUSH

A physical blow for destroying crates and smashing boulders.



### RECHARGE

Electricity is discharged to recharge the Styler Energy.  
\* Can also be used as a Poké Assist.



### RAIN DANCE

A downpour is summoned.

There are many other kinds of Field Moves for you to discover!



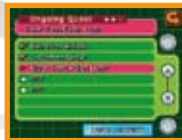
## QUESTS

In addition to Missions, Rangers are also expected to help citizens solve their problems. Such a task is called a “Quest.”

People who want the help of a Ranger for a Quest are easily identified: “...” is displayed over their heads.

Quest information can also be checked from the Styler Menu by touching the Quests icon.

Completing a Quest is called a “Quest Clear.” By clearing a Quest, you may be rewarded with Power-up Data (see page 26) from the Ranger Union or with a new Partner Pokémon (see page 22).



## THE TOWNS AND FACILITIES OF ALMIA

In the towns of the Almia region, wild Pokémon live alongside the citizens. While in towns, talk to people and touch objects with the stylus. You may be able to obtain useful information.

### VIENTOWN

A tranquil rural town in central Almia. The hero is first stationed here after becoming a Pokémon Ranger.

### CHICOLE VILLAGE'S PARTNER FARM

This is where Pokémon go that have become Partners with the Ranger through Quests and such. Touch a Partner Pokémon if you want to switch your Partner Pokémon.

### RANGER BASE & RANGER DEPOT

A Ranger Base is the center of operations for Pokémon Rangers. In addition to obtaining key information here, the hero may also be assigned Missions at the Ranger Base. If the Styler Energy is down, talk to the Operator at the counter to get it recharged to full. There is also a Save Machine for keeping a record of your adventures.

A Ranger Depot is a facility in locations too small to support a full Ranger Base. An Operator is on hand to recharge the Styler Energy, and there is also a Save Machine available in the Ranger Depot.

# COMMUNICATION MODES

## DOWNLOAD MISSIONS OVER NINTENDO WFC

Using the Nintendo Wi-Fi Connection, you may download several rare Missions for *Pokémon Ranger: Shadows of Almia*.

\* Once downloaded, the Missions may be unplayable until certain game conditions are met.

Please be aware that the Missions download service over Nintendo Wi-Fi Connection may be terminated at any time without notice.

Compatible wireless router and broadband access required for online play. For more info, go to [NintendoWi-Fi.com](http://NintendoWi-Fi.com).

## SETTING UP NINTENDO WI-FI CONNECTION

You will first need to establish a wireless Internet connection to use Nintendo Wi-Fi Connection. From the Main Menu, select "Ranger Net" then "Nintendo WFC Settings" to configure the DS system.

### ? ABOUT NINTENDO WI-FI CONNECTION SETTINGS

For questions on connecting to Nintendo WFC and information on who to contact for additional assistance when setting up your connection, please refer to the Nintendo Wi-Fi Connection Instruction Booklet, available at [www.nintendo.com/consumer/manuals](http://www.nintendo.com/consumer/manuals).

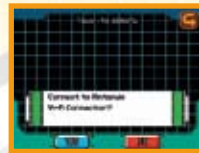
\* If you are having trouble connecting to Nintendo WFC, read the troubleshooting section of the Nintendo Wi-Fi Connection Instruction Booklet.

## SEARCHING FOR MISSIONS OVER NINTENDO WFC

Follow these procedures for downloading Missions over Nintendo Wi-Fi Connection.



Touch and select "Ranger Net" on the main menu.



You will be asked if you want to connect to Nintendo Wi-Fi Connection. Touch the "Yes" icon.



Touch "Seek New Missions."



The downloadable Missions are displayed. Touch and select the Mission to be downloaded.



Touch "Search by Nintendo WFC."



When downloading is completed, the downloaded Mission can be played by touching "Play a New Mission" in the Ranger Net Menu.

\* Once downloaded, the Missions may be unplayable until certain game conditions are met.

## NINTENDO WI-FI CONNECTION

- To play Nintendo DS games over the internet, you must first set up the Nintendo Wi-Fi Connection (Nintendo WFC) on your Nintendo DS system. Please see the Nintendo Wi-Fi Connection instruction booklet, available at [www.nintendo.com/consumer/manuals](http://www.nintendo.com/consumer/manuals) if you need directions on setting up your Nintendo Wi-Fi Connection.
- To complete the Nintendo WFC setup, you will also need access to a PC that has a wireless network device installed (such as a wireless router) and an active broadband or DSL internet account.
- Nintendo Wi-Fi Connection game play uses more battery power than other game play. You may prefer to use the AC Adapter to prevent running out of power when using the Nintendo Wi-Fi Connection.
- You can also play Nintendo WFC compatible games at selected internet hotspots without additional setup.
- See the Terms of Use Agreement (see page 35) which governs Nintendo Wi-Fi Connection game play and is also available online at [nintendowifi.com/terms](http://nintendowifi.com/terms).

For additional information on Nintendo Wi-Fi Connection, setting up your Nintendo DS, or a list of available internet hotspots, visit [support.nintendo.com](http://support.nintendo.com) (USA, Canada and Latin America) or call 1-800-895-1672 (USA/Canada only).

## TERMS OF USE AGREEMENT

The Nintendo DS System ("DS") comes equipped with the ability for wireless game play through the use of the Nintendo Wi-Fi Connection service and access to the Internet through the use of the Nintendo DS Browser, which must be purchased separately, (collectively the "Service"). Such Service is provided by Nintendo of America Inc., together with its subsidiaries, affiliates, agents, licensors and licensees (collectively, "Nintendo," and sometimes referenced herein by "we" or "our"). Nintendo provides the Service to you subject to the terms of use set forth in this agreement ("Agreement").

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### USER CONDUCT

It is important that you do your part to keep the Service a friendly and clean environment. In particular, you may not use the Service to:

- Upload, transmit, or otherwise make available any content that is unlawful, harmful, harassing, or otherwise objectionable;
- harm minors in any way;
- misrepresent your identity or impersonate any person, including the use or attempt to use another's user ID, service or system;
- manipulate identifiers in order to disguise the origin of any content transmitted through the Service;
- upload, post, email, transmit or otherwise make available: (a) any content that you do not have a legal right to make available; (b) any content that infringes any patent, trademark, trade secret, copyright or other proprietary rights of any party; (c) any unsolicited or unauthorized advertising or promotional materials (e.g. "spam"); or (d) any material that contains software viruses or similar code or programs designed to interrupt, destroy or limit the functionality of any computer software or hardware or telecommunications equipment.
- use any portion of the Service for any unlawful purpose;
- engage in any activity that disrupts, diminishes the quality of, interferes with the performance of, or impairs the functionality of, the Services or networks connected to the Service; or
- undertake any other act that we determine to be harmful or disruptive to Nintendo, the Service, any user, or any other third party, as set forth in a revised version of this Agreement.

Further, you agree not to post, reveal or otherwise make available any personal information, such as your real name, birth date, age, location, e-mail address or any other personally identifiable information ("Personal Information"), on or through the Service, as any Personal Information provided by you may be visible to others.

## TERMS OF USE AGREEMENT (cont.)

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## TERMS OF USE AGREEMENT (cont.)

### ACCESS TO THIRD PARTY CONTENT

Through your access to the Service, you may obtain, or third parties may provide, access to other World Wide Web resources where you may be able to upload or download content, data or software. Because Nintendo has no control over such sites and resources, we explicitly disclaim any responsibility for the accuracy, content, or availability of information found on such sites or through such resources. We do not make any representations or warranties as to the security of any information (including, without limitation, credit card and other Personal Information) you may provide to any third party, and you hereby irrevocably waive any claim against us with respect to such sites and third-party content.

### FRIEND ROSTER

As part of the Service, Nintendo may provide you with access to and use of a friend roster where you may store user IDs provided to you by others ("Friend Roster"). We cannot and do not represent the security of the contents of such Friend Roster from unauthorized third parties. Transfer or disposal of your DS, or failure to safeguard your DS from loss or misuse, may lead to unauthorized access to and use of your Friend Roster. In addition, unauthorized persons may gain access to one or more Friend Rosters that contain your information without your knowledge. Nintendo will not monitor use of or access to individual Friend Rosters and it is your responsibility to monitor your interactions with other users of the Service.

### PRIVACY

Nintendo cares about the privacy of its users. By using the Service you agree to our Privacy Policy which is available at [www.nintendo.com/privacy](http://www.nintendo.com/privacy).

### DISCLAIMER OF RESPONSIBILITY FOR USER CONTENT AND SUBMISSIONS

We have the right, but are not obligated, to strictly enforce this Agreement through self-help, active investigation, litigation and prosecution. Nintendo does not warrant, verify or guarantee, and is not liable for, the quality, accuracy or integrity of any User Content or Submissions that you may access. However, we reserve the right to, at our sole discretion, remove, take down, destroy or delete any User Content or Submissions at any time and for any reason. We may access, use and disclose any Submissions or User Content transmitted by you via or in connection with the Service, to the extent permitted by law, in order to comply with the law (e.g., a lawful subpoena); to protect our rights or property, or to protect users of the Service from fraudulent, abusive, or unlawful use of the Service. Any use of the Service in violation of the foregoing is in violation of these terms and may result in, among other things, the termination or suspension of your rights to use the Service.

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By using the Service, you agree that the laws of the State of Washington, without regard to principles of conflict of laws, will govern this Agreement and any dispute of any sort that might arise between you and Nintendo. If any of the terms of this Agreement shall be deemed invalid, void or for any reason unenforceable, that term shall be deemed severable and shall not affect the validity and enforceability of any remaining terms. Nintendo may terminate this Agreement, or terminate or suspend your access to the Service at any time, with or without cause, with or without notice.

### CONTACT US:

Nintendo of America Online Privacy Administrator, 4820 150th Ave NE, Redmond, WA 98052 or visit [www.nintendoofwi.com](http://www.nintendoofwi.com).



# WARRANTY & SERVICE INFORMATION

REV-Q

You may need only simple instructions to correct a problem with your product. Try our website at [support.nintendo.com](http://support.nintendo.com) or call our Consumer Assistance Hotline at 1-800-255-3700, rather than going to your retailer. Hours of operation are 6 a.m. to 7 p.m., Pacific Time, Monday - Sunday (times subject to change). If the problem cannot be solved with the troubleshooting information available online or over the telephone, you will be offered express factory service through Nintendo. Please do not send any products to Nintendo without contacting us first.

## HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo will repair or replace the defective hardware product or component, free of charge.\* The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

## GAME & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (games and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo will repair or replace the defective product, free of charge.\*

## SERVICE AFTER EXPIRATION OF WARRANTY

Please try our website at [support.nintendo.com](http://support.nintendo.com) or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and repair or replacement options and pricing.\*

\*In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo. Please do not send any products to Nintendo without contacting us first.

## WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACTO OR REMOVED.

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This warranty is only valid in the United States and Canada.

# Renseignements sur l'entretien et la garantie

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Vous pourriez n'avoir besoin que de simples instructions pour corriger un problème. Vous pouvez visiter notre site Web à [support.nintendo.com](http://support.nintendo.com) ou appeler notre Ligne sans frais d'assistance aux consommateurs, au 1 (800) 255-3700, plutôt que de retourner chez votre détaillant. Nos heures d'ouverture sont de 6 h 00 à 19 h 00, heure du Pacifique, du lundi au dimanche (heures sujettes à changement). Si le problème ne peut pas être résolu en consultant les renseignements sur les problèmes et leurs solutions en ligne, ni au téléphone, on vous offrira un service usine exprès chez Nintendo. Veuillez n'expédier aucun produit sans avoir appelé Nintendo au préalable.

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